

2005-2006 FALL WILD TURKEY PROCLAMATION

Pursuant to North Dakota law and the recommendation of the Game and Fish Director, I hereby declare an open season for North Dakota residents for the taking of not to exceed 9,230 wild turkeys. Except as provided hereinafter or otherwise by law, no person shall hunt, kill, take, possess, or so attempt to hunt, kill, take, or possess any wild turkeys.

1. SEASON DATES, OPEN AREAS:

<u>SEASON</u>	<u>OPENS</u>	<u>CLOSES</u>	<u>AREAS</u>	<u>RESTRICTIONS</u>
Fall	Oct. 8	Jan. 15	All units	Restricted to fall season dates and unit described on license.

HOURS OF HUNTING are one-half (½) hour before sunrise to sunset.

2. ELIGIBILITY:

Only North Dakota residents are eligible to apply in the fall turkey lottery. Should licenses remain following the lottery, both residents and nonresidents are eligible to apply.

3. LICENSES:

Licenses are issued by a weighted lottery drawing among eligible applicants as prescribed by the director. Persons must submit applications to the Department's Bismarck office by July 6, 2005.

Because of sometimes delayed postmarking procedures, applications postmarked July 6 or 7 and earlier will be accepted.

After the initial lottery, remaining licenses will be issued as prescribed by the director which may allow individuals to obtain additional licenses in select units.

An \$8 fee per resident applicant must accompany all resident applications. The fee for a nonresident license will be \$80. If an insufficient funds check is issued and the collection agency cannot collect, the applicant will be ineligible for a turkey license for both the current year and the following calendar year.

Gratis--Gratis licenses are available to North Dakota residents owning or leasing for agricultural purposes and actively farming or ranching at least 160 acres of land located in an open hunting unit and are valid only upon land described on the application and, subsequently the license. Gratis licenses are issued only through Department's Bismarck office and are subtracted from the maximum number of turkey licenses available for each unit.

A concurrent experimental turkey season is proclaimed (pending approval by the City of Bismarck) for portions of the City of Bismarck, and private land in Burleigh County located adjacent to the City of Bismarck, starting where the southwest boundary of the city limits of Bismarck joins the east bank of the Missouri River, then following the city limits of Bismarck easterly to the point where it meets the west bank of Apple Creek in the northeast one-quarter of Section 26, Township 138 North, Range 80 West, then following the west bank of Apple Creek in a general southwest direction to its junction with the north boundary of Apple Creek Wildlife Management Area (WMA) and then west and south along the WMA boundary to the Missouri River, then following the east bank of the Missouri River to the point of origin.

Legal bow equipment, manner of taking, shooting hours and all other requirements shall be the same as printed elsewhere in this proclamation.

Hunters who desire to hunt within the city limits of Bismarck must receive a trespass permit from the Bismarck Chief of Police (701-223-1212), prior to being issued a turkey license from the Game and Fish Director. In the area outside the city limits of Bismarck no trespass permit is needed. These licenses are available only at the North Dakota Game and Fish Department Headquarters in Bismarck.

A concurrent experimental turkey season is proclaimed for the USDA-ARS Northern Great Plains Research Lab in Mandan, North Dakota. A maximum of 30 licenses will be available. Applicants for these licenses must first obtain a permit from USDA-ARS. Licenses will be available at the NDGFD headquarters in Bismarck.

4. WEAPONS:

- * Shotguns--Only shotguns no larger than 10 gauge and capable of holding not more than three shells in the magazine and chamber are legal. Minimum barrel length is 18 inches. Fully automatic weapons are illegal.
- * Rifles--Only muzzleloading long guns are legal. Centerfire rifles and rimfire rifles are illegal for hunting wild turkeys.
- * Bows and Arrows--Bows must be pulled, held, and released by hand. Any release aid may be used providing it is hand operated, the shooter supports the draw weight of the bow, and the release is not attached to any part of the bow other than at the bowstring. A compound bow used for hunting turkey must have at least 35 pounds of draw at 28 inches or less draw length. Recurve and long bows used for hunting turkey must have at least 35 pounds of draw at 28 inches. Arrows must be at least 24 inches long, tipped with a metal

broadhead, with at least two sharp cutting edges, and have a cutting diameter of at least 3/4 inches (i.e., not able to pass through a 3/4 inch ring.) It is illegal to hunt turkey with barbed arrows. Broadheads with mechanical or retractable blades are legal. Telescopic sights, range finding devices, battery-powered or electronically lighted sights or other electronic devices attached to the bow, or the arrow, are not permitted. Handheld range finding devices are legal. Arrows capable of causing damage or injury to the animal in excess of that inflicted by the cutting edges of the broadhead, are prohibited while hunting turkey with a bow (e.g., explosive arrow points, arrows tipped with drugs or chemicals, and pneumatic or hydraulic shafts are illegal). Crossbows are not legal, except with a permit from the North Dakota Game and Fish Department Director. When permitted, crossbows must: a) have a peak draw weight of at least 75 pounds and not more than 200 pounds, b) be equipped with a working safety to prevent accidental firing, c) have a stock at least 14 inches long, d) use arrows or bolts at least 14 inches in length, e) Battery-powered and electronic-lighted sight pins and telescopic sights not exceeding a maximum power of four by thirty-two millimeters may be attached to crossbows used for hunting, and f) crossbow hunters must comply with all other archery equipment regulations listed above.

- * Handguns--Handguns using straightwall cased centerfire ammunition and muzzleloading pistols are legal.

5. AIRCRAFT AND MOTOR VEHICLES:

- * It is illegal to shoot with bow and arrow or firearm while in or on a motor-driven vehicle.
- * It is illegal to carry a firearm in or on a motor-driven vehicle with a shell in the chamber. The entire cylinder of a revolver is considered the chamber, requiring the revolver to be completely unloaded. It is illegal to carry any muzzleloading firearm in or on a motor vehicle with a percussion cap on the nipple or powder in the flash pan.
- * No person may use a motor-driven vehicle while in the process of hunting turkeys or aid another in the process of hunting turkeys including travel to and from the hunting location unless the motor-driven vehicle is on an established road or trail during the deer gun season. A landowner or lessee who actively farms or ranches land and persons having written permission from a landowner or lessee who actively farms or ranches that land may use a motor-driven vehicle on that land other than on an established road or trail to hunt turkeys except during the deer gun season.
- * No person may use motorized vehicles on North Dakota Game and Fish Department Conservation PLOTS (**P**rivate **L**and **O**pen **T**o **S**portsmen) property without permission from the landowner. These areas have been entrusted to the public for walking access through written agreements by private landowners. The boundaries of these properties are delineated in the North Dakota Game and Fish Department's annual PLOTS Guide and on-site by large yellow triangular signs.

6. BAG LIMIT:

One wild turkey of any sex or age per license.

7. TAGGING REQUIREMENTS:

Immediately after the turkey has been killed, the hunter must indicate the date of kill by cutting out the appropriate month and day from the tag provided with the license, and attach it around the leg of the turkey in an exact manner as illustrated on the back of the tag, to prevent its removal. In no case is it legal to possess or transport a turkey unless it is properly tagged. The tag shall remain with the carcass until it is packaged as food. No person may reuse or attempt to reuse any tag issued. All used tags must be kept in possession until the meat is consumed or disposed of.

8. TRANSPORTATION AND STORAGE:

License holders must accompany their wild turkey during transportation, except that it may be shipped by licensed public carrier in receipt of proper bill of lading.

9. AREAS CLOSED TO HUNTING:

- * Federal or state properties such as refuges, sanctuaries, military installations, parks, or historic sites posted to trespassing or hunting are closed to the hunting of wild turkey.
- * It is illegal to hunt in unharvested crops without the owner's consent. Crops also include alfalfa, clover, and other grasses grown for seed.

10. LICENSES AVAILABLE BY UNIT AND SEASON:

Unit	Fall
02	125
03	400
04	250
06	75
10	50

Unit	Fall
13	750
15	200
17	1,250
18	70
19	350
21	100
25	800
27	1,000
30	800
31	75
34	135
37	100
40	100
41	175
44	200
45	250
47	75
50	75
51	350
53	50
70	175
98	500
99	500
R	<u>250</u>
Total	9,230

11. HUNTING UNIT DESCRIPTIONS:

Unit 02--Barnes County

Unit 03--Those portions of Benson County west of ND No. 20, Towner County south of ND No. 17, Pierce County east of ND No. 3 and south of ND No. 17, and that part of Ramsey County west of ND No. 20 and south of ND No. 17. **NOTE!** In addition to a

Unit 03 fall wild turkey license, a special permit is required to hunt in Graham's Island State Park. Special restrictions will be required when hunting in Graham's Island State Park. Contact the park office for additional information and for obtaining these free permits (701) 766-4015.

Unit 04--Those portions of Billings and Golden Valley counties south of I-94.

Unit 06--Bowman County.

Unit 10--An area in Cavalier and Pembina counties starting at the west junction of ND No. 5 and ND No. 32, then north on ND No. 32 to the U.S.-Canadian border, then west to ND No. 1, then south to ND No. 5, and then east to the point of origin.

Unit 13--Dunn County.

Unit 15--Emmons County.

Unit 17--Those portions of Billings and Golden Valley counties north of I-94.

Unit 18-- That portion of Grand Forks County that lies north of US Highway 2.

Unit 19--Grant County, Sioux County, and that part of Morton County south of I-94 that lies west of Morton County Road No. 86 (the Almont to Carson road) and that part of Morton County north of I-94 that lies west of ND No. 31.

Unit 21--Hettinger County and Adams County.

Unit 25--McHenry County and that part of Pierce County west of ND No. 3 and that part of Ward County that lies east of US Highway 83.

Unit 27--McKenzie County.

Unit 30--Morton County except for that part of Morton County south of I-94 that lies west of Morton County Road No. 86 (the Almont to Carson road) and except that part of Morton County north of I-94 that lies west of ND No. 31.

Unit 31--Mountrail County.

Unit 34--An area in Pembina County starting at the junction of ND No. 32 and the U.S.-Canadian border, then south to ND No. 5, then east to the Minnesota-North Dakota border, then north to the U.S.-Canadian border, then west to the point of origin.

Unit 37--An area in Ransom, Richland, and Sargent counties starting at the east junction of ND No. 32 and ND No. 46, then east to the Minnesota-North Dakota border, then south to ND No. 13 at Wahpeton, then west on ND No. 13 to ND No. 32 at Gwinner, then north on ND No. 32 to the point of origin.

Unit 40--Rolette County, and those portions of Bottineau and Renville counties east of US Highway 83 and that portion of Pierce County north of ND No. 17.

Unit 41--Those portions of Richland and Sargent counties south of ND No. 13.

Unit 44--Slope County.

Unit 45--Stark County.

Unit 47--That portion of Stutsman County that lies east of US Highway 281.

Unit 50--Those parts of Cavalier, Pembina, Ramsey and Walsh counties starting at the junction of ND No. 1 and ND No. 5 at Langdon, then east on ND No. 5 to the Minnesota-North Dakota border, then south to the Walsh County/Grand Forks County line, then west on the county line to ND No. 1, then north to ND No. 5 (the point of origin).

Unit 51--Burke County, all of Renville County except that portion east of US Highway 83, that part of Bottineau County west of US Highway 83, and that part of Ward County that lies west of US Highway 83.

Unit 53 -- Williams County and Divide County.

Unit 70--Those parts of Dickey, LaMoure, Ransom and Sargent counties bounded by ND No. 46 on the north, ND No. 32 on the east, ND No. 13 on the south and ND No. 1 on the west.

Unit 98--Burleigh County and McLean County.

Unit 99--Mercer County and Oliver County.

Unit R--The remainder of North Dakota not included in a numbered unit.

12. VIOLATIONS AND PENALTIES:

The following violations have the listed penalties:

- * Hunting before or after legal hours (Section 1) up to 30 minutes--penalty--\$100. In excess of 30 minutes--Class B Misdemeanor.

- * No person may keep or carry in or on any motor vehicle any firearm with a cartridge in the chamber while hunting small game or big game animals (Section 5)--penalty \$100.
- * Failure to sign and affix stamps to the licensee's fishing, hunting, and furbearer certificate (Section 3)--penalty--\$25.
- * Use of motor-driven vehicle in a restricted area (Section 5)--penalty--\$50.
- * Transporting another's game (Section 8)--penalty--\$50.

GIVEN UNDER MY HAND and the Great Seal of the State of North Dakota this
____5th____ day of July, 2005.

/s/_____
John Hoeven
Governor

Attest:

/s/_____
Secretary of State

Deputy

[illegible]